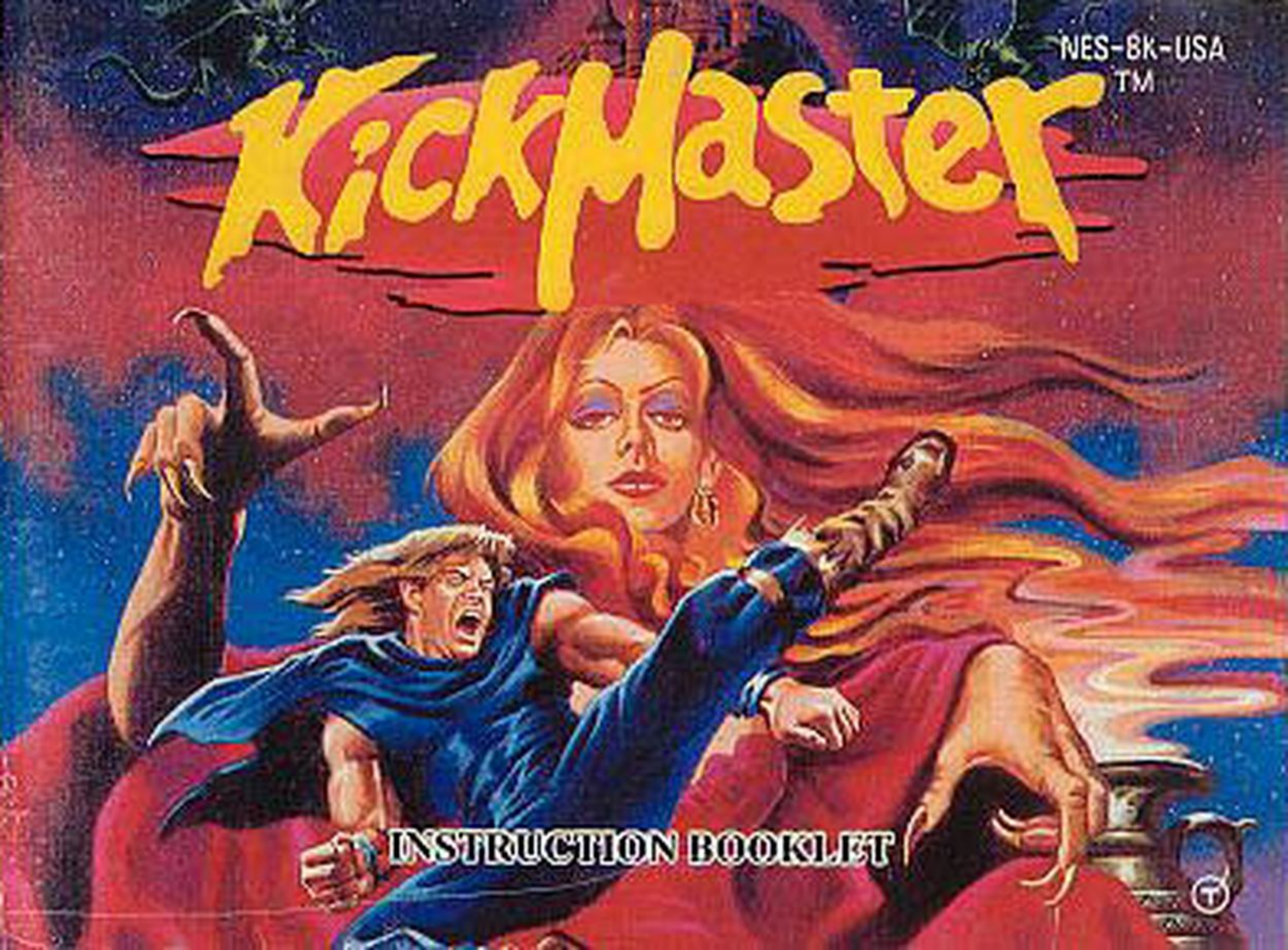
NES-BK-USA
TM

KickMaster



INSTRUCTION BOOKLET

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PRECAUTIONS

Always make sure the power is off when inserting or removing the game pak from your computer.

This is a highly sensitive game pak. Avoid subjecting it to extreme temperatures or shocks. Store at room temperature. Never attempt to disassemble it.

Do not touch the terminal connectors or get them wet, or the circuitry may be damaged. Never insert your fingers or any metal objects into the terminal leads.

Use of thinners, solvents, benzene, alcohol and other cleaning agents can damage the game pak.

⚠ WARNING: DO NOT USE WITH ⚠ FRONT OR REAR PROJECTION TV

Do not use a front or rear projection television with your Nintendo Entertainment System ("NES") and NES games. Your projection television screen may be permanently damaged by video games with stationary screens or patterns that are played on your projection television. Similar damage may occur if you place a video game on hold or pause. If you use your projection television with NES games, Nintendo will not be liable for any damage. This situation is not caused by a defect in the NES or NES games; other fixed or repetitive images may cause similar damage to a projection television. Please contact your TV manufacturer for further information.

ADVISORY

READ BEFORE USING YOUR NES/SUPER NES

A very small portion of the population may experience epileptic seizures when viewing certain kinds of flashing lights or patterns that are commonly present in our daily environment. These persons may experience seizures while watching some kinds of television pictures or playing certain video games. Players who have not had any previous seizures may nonetheless have an undetected epileptic condition. We suggest that you consult your physician if you have an epileptic condition or if you experience any of the following symptoms while playing video games: altered vision, muscle twitching, other involuntary movements, loss of awareness of your surroundings, mental confusion and/or convulsions.

THANK YOU

for purchasing **KICK MASTER™** from Taito ®.
Before you begin, please read this instruction booklet carefully and keep it handy for your future reference.

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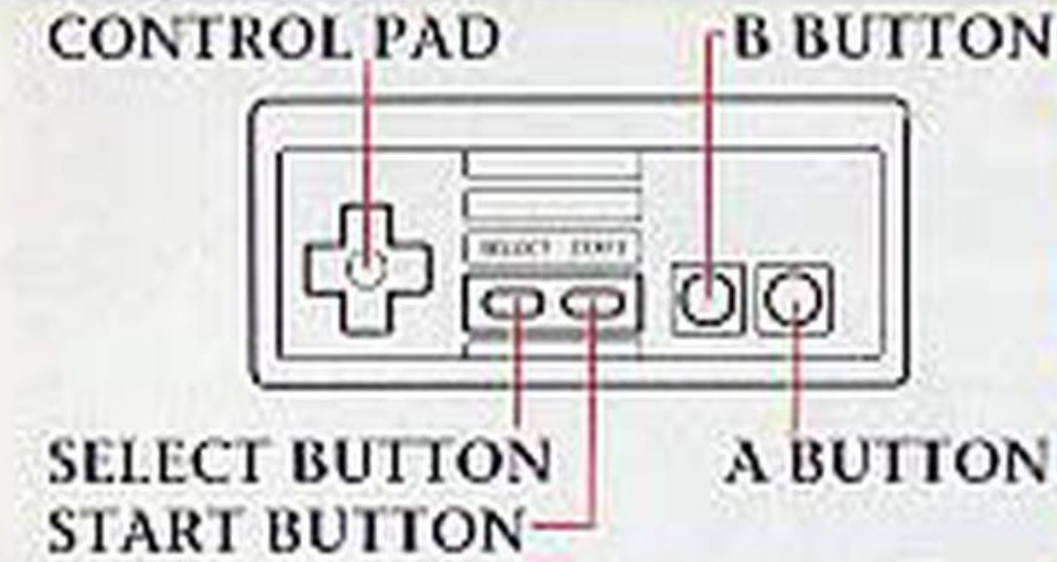
STORY OF KICKMASTER

Thonolan is the youngest man to ever earn the title of Kick Master. Instead of joining the King's Knights like his brother, Macren, he has stayed with his ancient master, Tasdan, to learn even more. Until one day Macren arrived, mostly dead, bearing a horrible tale. The King and Queen have been assassinated, Princess Silphee kidnapped, and all of his fellow Knights destroyed. The evil wizard Belzed had attacked their land, Lowrel, with his army of half-mad creatures. Now Thonolan is their only hope. He must leave immediately to rescue Silphee from Belzed's hide-out and return her to the throne. But he's only one man against hundreds. He'll face the mighty witch Druilla, pitting his magic against hers. Then he'll meet Wolfrider and Wingleader, arch-friends summoned by Belzed's sorcery. Will the skills Thonolan spent his lifetime developing save Lowrel? Or even his own life? As Tasdan says," To learn the ending, one must play the game."

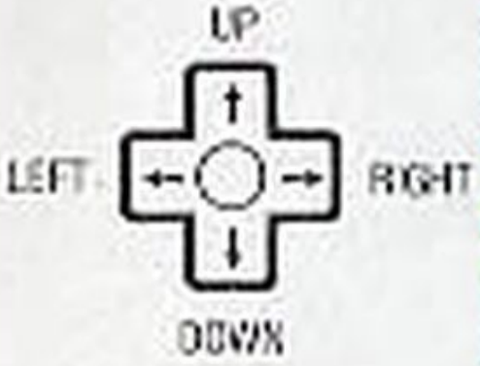
Thonolan has a long journey ahead...starting with the *Witches' Forest* and ending with Belzed himself!

PLAY CONTROL

CONTROLLER



CONTROL PAD



LEFT AND RIGHT

Press left or right to move your character to the left or right.

DOWN

Press down to have your character squat to avoid enemies or attacks.

A BUTTON

Press the A button to jump. Hold the button down longer to jump higher.

B BUTTON

Press the B button to attack. See page 10 for more details about fighting.

START

Press the START key to pause and select a magic power to use.

SELECT

Press SELECT to activate your current magic power. See page 12.

NOTE:

Controller functions for FIGHTING and MAGIC are covered in more detail later in this manual. Please refer to pages 10 through 15 for further information.

THE PLAY SCREEN

Most of the time you are playing KICK MASTER, you will be using the PLAY screen. Here is an example of what a play screen might look like:

PLAY SCREEN LAYOUT

THE STATUS SCREEN

OPTION SCREEN

When you begin play, you will see the OPTION SCREEN. You may then enter a password, listen to the sounds used in the game, or see a demo of the fighting moves used during the game. Select an option with the control pad and press any button.

PASSWORD

When each area of the game is completed, you will be given a PASSWORD for that area. Write down and save your passwords. The next time you play KICK MASTER, you can skip the sections of the game you have already mastered by entering the password.

SOUND

You can preview all of the sounds heard during the game.

DEMO OF KICKS

Watch a demonstration of each fighting move you can make during the game. Also, you will be shown how to use the controller to perform each move.

EXIT

Select EXIT when you are ready to begin playing KICK MASTER.

RAISE YOUR LEVEL

As you practice your new fighting moves (and collect exp. coins), you will gain experience. When you have earned enough experience points, you will achieve an EXPERIENCE LEVEL, which will increase your maximum hit points, your maximum magic points, and let you use new, more powerful fighting moves.

LEVEL 0		LEVEL 1		LEVEL 2		LEVEL 3	
0-999 EXP. PTS.		1000 EXP. PTS.		2000 EXP. PTS.		3000 EXP. PTS.	
HP 4 M P 100	TECHNIQUES *HIGH KICK *SWEEP KICK *VERTICAL KICK	HP 5 M P 200	NEW TECHNIQUE *[illegible]	HP 6 M P 300	NEW TECHNIQUE *SLIDE KICK	HP 7 M P 400	NEW TECHNIQUE *DOUBLE FRONT KICK
LEVEL 4		**LEVEL 5**		**LEVEL 6**		**LEVEL 7**	
4000 EXP. PTS.		5000 EXP. PTS.		6000 EXP. PTS.		7000 EXP. PTS.	
HP 8 M P 500	NEW TECHNIQUE *HIGH KICK TO [illegible]	HP 9 M P 600	NEW TECHNIQUE *TESTING KICK	HP 10 M P 700	NEW TECHNIQUE *[illegible] BUTTERFLY KICK	HP 11 M P 999	NEW TECHNIQUE *BLAZING HIP KICK

ITEMS

When you defeat an enemy, you may collect some of the items that it was carrying. The items will be thrown into the air and you must catch them in order to collect them. You will probably not be able to gather all of the objects, so try to collect only the most valuable ones. Some items may be hidden along the path, so watch for them.

HEART	EXP. COIN (small)	JEWEL
This little heart will restore 1 HP of life energy.	The small coin is worth 10 experience points.	The gem adds 100 points to your score.
MAGIC (small)	**EXP. COIN (medium)**	**1-UP**
The small pitcher is worth 5 magic points.	This coin is worth 30 experience points.	The 1-UP is worth one extra life.
MAGIC (large)	**EXP. COIN (large)**	**POISON**
The large pitcher is worth 10 magic points.	The large coin is worth 50 experience points.	This item will decrease your life meter.

FIGHTING MOVES

As the KICK MASTER, you have many powerful ways of attacking your enemies. These two pages explain how to use your controller to make each kick. When you start, Thonolan only knows 3 fighting moves, but eventually he will master all 10.

HIGH KICK (START)

Press B to execute this basic attack.

SWEEP KICK (START)

Press B and DOWN for this low attack.

VERTICAL PRESS KICK (START)

Press B and UP to attack things above you.

KNEE DROP (LVL 1)

Press A, then B and DOWN for this attack.

SLIDING KICK (LVL 2)

Press B, DOWN, and either LEFT or RIGHT to make this kick.

DOUBLE FRONT KICK (LVL 3)

Press B, UP, and either LEFT or RIGHT to strike with double power.

HIGH KICK TO ROUNDHOUSE (LVL 4)

Press B and either LEFT or RIGHT to execute this tricky maneuver.

FLYING KICK (LVL 5)

Press A then press B and LEFT or RIGHT to make this airborne strike.

DOUBLE BUTTERFLY KICK (LVL 6)

Press B and either LEFT or RIGHT to use this complicated attack.

BLAZING FLIP KICK (LVL 7)

Press B and UP to execute the most powerful attack Thonolan can master.

MAGIC

In addition to your fighting skills, you can learn magic spells. You can gain new magic powers by finding magic items or by defeating magic enemies, but you can only use one magic power at a time. There are twelve different magic powers in all.

BOUNCING BULB

To cast this magic, you need 3 magic points. It creates a fiery ball which bounces back and forth until it either hits an enemy or flies off the screen. Use this magic when you can't reach an enemy with your regular attacks.

LIFE UP 1

This magic costs 60 MP to cast. It will restore up to 2 HP of energy to your life meter and can help you survive longer when facing overwhelming odds. Use this trick when you are low on health but have MP to spare.

MAGIC BOOTS

This magic costs 20 MP. The Magic Boots allow you to walk on ground that would otherwise inflict damage on you. Use this magic to reach areas too dangerous to explore on foot.

TWIN POWER

This magic costs 20 MP. It creates a false shadow to confuse your enemies. While they are distracted, it will be much easier to defeat them.

??

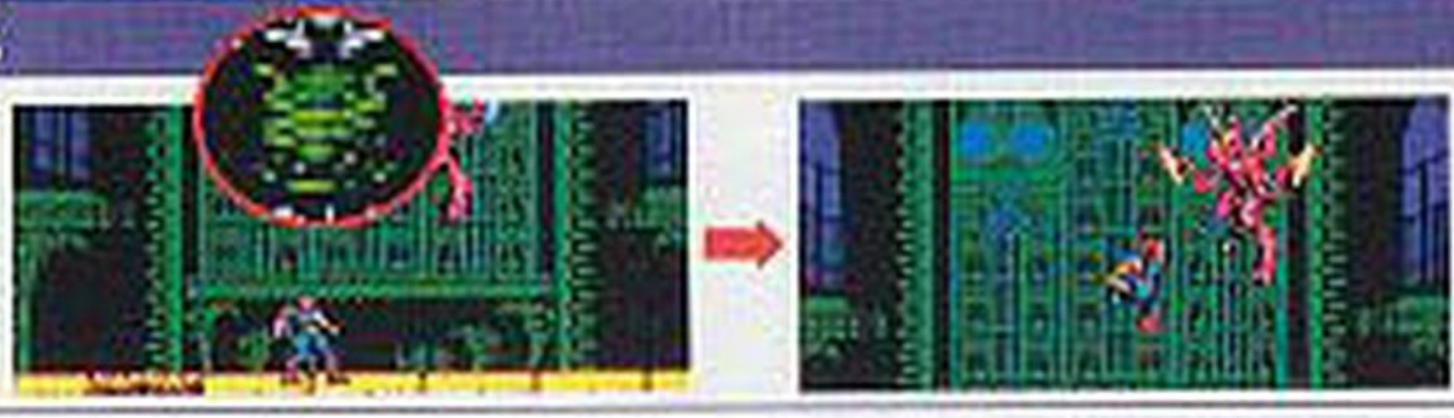
This magic costs only 1 MP to cast. Very little is known about this magic power, and you will have to figure out its purpose and effects for yourself.

LIGHTNING

This magic costs 20 MP to cast. This spell creates a portable thunder and lightning storm that causes damage to your enemies. Use this spell on powerful, quick-moving enemies.

EARTHQUAKE

This magic costs 20 MP. It can create a small earthquake, which will make all your enemies stop moving.



PULSE WAVE

This magic costs 5 MP. It creates waves of energy which damage your enemies on contact. Use this power when facing hordes of enemies.

WHIP LIGHTNING

This magic costs 30 MP. It creates flashes of lightning on the entire screen, attacking all of your enemies at once.

HARPY FLYING

This magic costs 10 MP per second of use. When cast, this spell will allow the Thonolan to fly about at will for as long as his MP hold out.

FORCE SHIELD

This magic costs 30 MP to cast. It creates an almost invisible wall that no bullets can pass. It will not defend against living enemies, however.

LIFE UP 2

This magic costs 90 MP to cast. It is a more powerful life up spell, and restores up to 4 full HP of energy to your life meter.

BEGIN YOUR MISSION

You must guide Thonolan as he begins his quest to rescue princess Silphee. You will encounter 8 areas filled with enemies, traps, and treasures. Your trip will begin in the Witches' Forest just outside the Kingdom of Lowrel, and will end in Belzed's Haunted Tower. Silphee (and Belzed) are waiting for you...

MAP OF YOUR JOURNEY

START ☞

WITCHES' FOREST

Located just outside the Lowrel gates, this forest is the home of Druilla. She doesn't like trespassers and knows very powerful magic spells. If you pass through the forest, be prepared to encounter Druilla herself.

START ☞

SKELETON

These undead warriors are the lowest class of Belzed's army, and the first you will encounter. Kick them when they raise their swords to attack or when they turn around and you will defeat them easily.

REAVER

These enemies can be easily defeated if you stand still and kick until they get close.

LIZARD WARRIOR

The Lizard Warrior moves slowly but attacks with great power. Be sure to move quickly when you are near one.

FIRST MAGIC

This chest contains the extremely useful magic of Bouncing Bulbs. Taking the magic will also let you skip ahead for a short distance in the area. Kick the chest to open it and claim the magic, or jump over it to continue without the magic of Bouncing Bulbs.

DRUILLA THE WITCH

Use the Vertical Press Kick to defeat Druilla (try to capture the items released), then get the magic of LIFE UP 1.

CAVERN OF NO RETURN

The first half of this area is shown below. You should try to achieve the first experience level in Area 1, before starting this level. Also, be on the lookout for the magic power which is hidden in this level.

START ☞

GRIM REAPERS

These enemies hang from the ceiling until you approach them. Kick them as they descend, when they are least dangerous.

BIGEYE MONSTERS

These enemies move very slowly, but they can shoot at you.

BREAK ROCKS

Some rocks, like those shown below, can be broken with a series of kicks, revealing hidden items or passageways.

BATS AND FROGS

These enemies travel in simple patterns. Try to guess where they will appear next and lie in wait for them.

THE FALLING BRIDGE

If you stand still for too long, you will fall through onto the spikes below. Jump back up as soon as you can.

END OF AREA 2 and WOLFRIDER

The second part of this area scrolls upward, then you must wade through an underground river. Finally you will face WOLFRIDER, the mysterious owner of these caverns. You will have to defeat her wolves before you attack the Wolfrider herself. Try to collect as many of the experience coins and magic pitchers as you can! For defeating the Wolfrider, you will also receive the TWIN POWER magic.

BELZED'S FIRST STRONGHOLD

The first half of this area is shown below. This is the base Belzed used in his first, unsuccessful attack on the Kingdom of Lowrel. It is filled with wild animals and Belzed's soldiers.

START ☞

RAT SOLDIERS

Rat Soldiers have shields and swords, so Knee Drop them.

WIZARD

The Wizard appears and disappears, attacking with magic spells. You can move faster on the platforms, so stay up there.

CHESTS

These chests contain miscellaneous items, and sometimes monsters.

KARATE SOLDIERS

These soldiers of Belzed will attack you with some kicks of their own as well as throwing stars. Slidekick or Knee Drop them for best results.

HARDEST WAY

You can go this way if you want to, but you won't get any special magic power along this path.

BEST WAY

Break all the rocks to reach this passageway, then start looking around for a chest containing a magic power. You will then skip directly to the end of this area.

END OF AREA 3 and WINGLEADER

You will meet a flying snake, followed by a huge winged monster. Both can be defeated in the same way: wait for them to come down, then quickly kick them. They will not even be able to move if you are quick enough.

SPECIAL ADVICE

Thonolan's teacher and master, Tasdan, offers some advice for you as you make your way through the wilds outside the kingdom. This information should help you to live longer, fight better, and ultimately succeed in beating Belzed and retrieving the Princess Silphee. Listen carefully and pay very close attention to what Tasdan is going to tell you...

COLLECTING ITEMS

You can collect 2 out of the 3 items dropped by defeated enemies by backing up slightly before jumping up and forward. Practice it. You probably can't get all 3, but you should be able to get 2 items most of the time.

HIDDEN AREAS

Throughout the wilds are hidden rooms and passageways, many containing items or magic powers. All items are collectible, so keep looking for a way to reach them, even if it seems impossible at first.

VERTICAL SCROLLING

When you enter an area which scrolls upwards, be very careful, because if you fall off the bottom of the screen, you will lose a life and have to go back to the beginning of the area and start over.

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COMPLIANCE WITH FCC REGULATIONS

This equipment generates and uses radio frequency energy and if not installed and used properly, that is, in strict accordance with the manufacturer's instructions, may cause interference to radio and television reception. It has been tested and found to comply with the limits for a Class B computing device in accordance with the specifications in Subpart J of Part 15 of FCC Rules, which are designed to provide reasonable protection against such interference in a residential installation. However, there is no guarantee that interference will not occur in a particular installation. If this equipment does cause interference to radio or television reception, which can be determined by turning the equipment off and on, the user is encouraged to try to correct the interference by one or more of the following measures:

- Reorient the receiving antenna
- Relocate the NES with respect to the receiver
- Move the NES away from the receiver
- Plug the NES into a different outlet so that the computer and receiver are on different circuits

If necessary, the user should consult the dealer or an experienced radio or television technician for additional suggestions. The user may find the following booklet prepared by the Federal Communications Commission helpful: "How to Identify and Resolve Radio-TV Interference Problems." This booklet is available from the U.S. Government Printing Office, Washington DC 20402, Stock No. 004-000-00345-4.

Taito America Corporation

390 Holbrook Drive--Wheeling, IL 60090 Tel: (714) 263-0582

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